

Figure 1

115

103

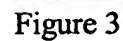
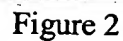
101

104

100

102

106



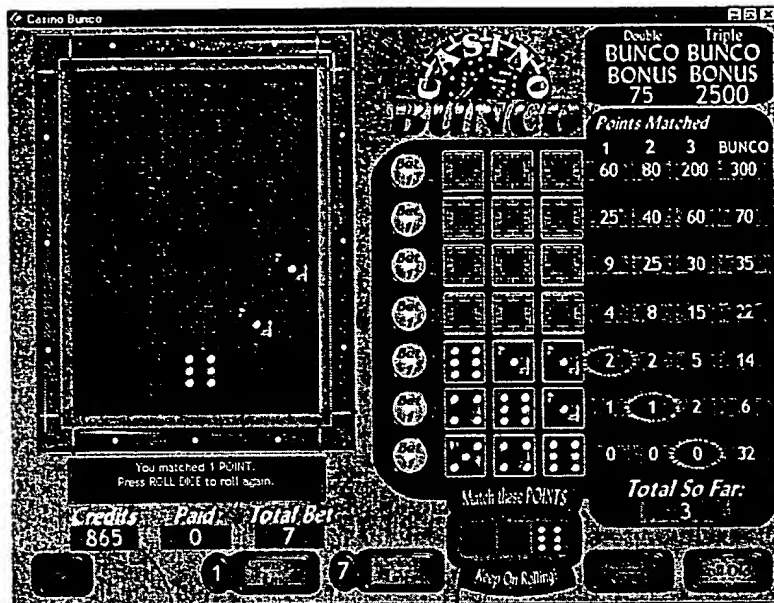


Figure 4

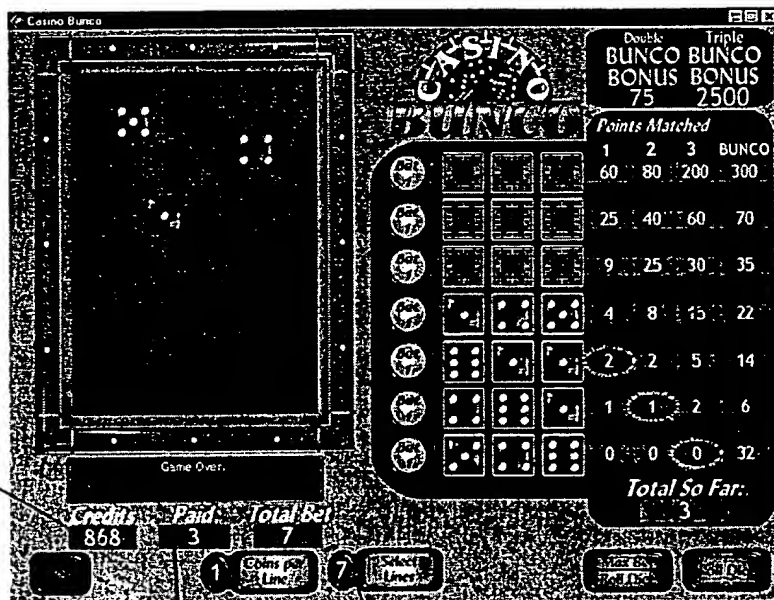


Figure 5

FIG. 11

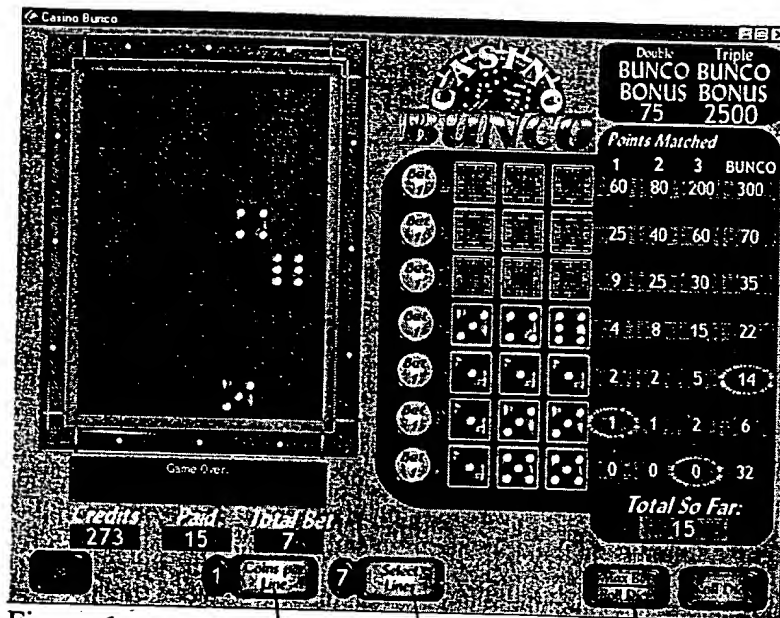


Figure 6

GAME START SEQUENCE

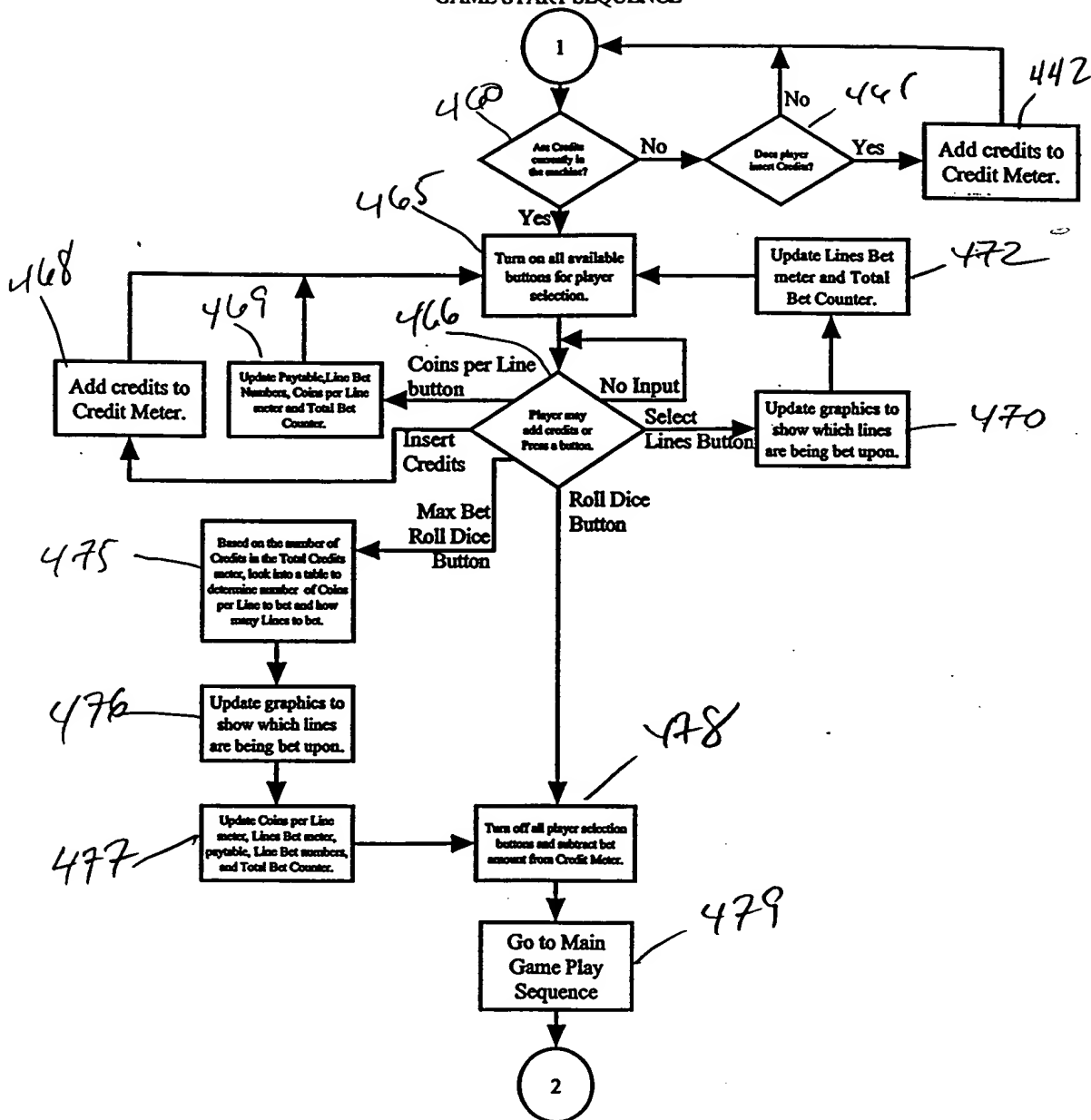


Figure 7A

MAIN GAME PLAY SEQUENCE

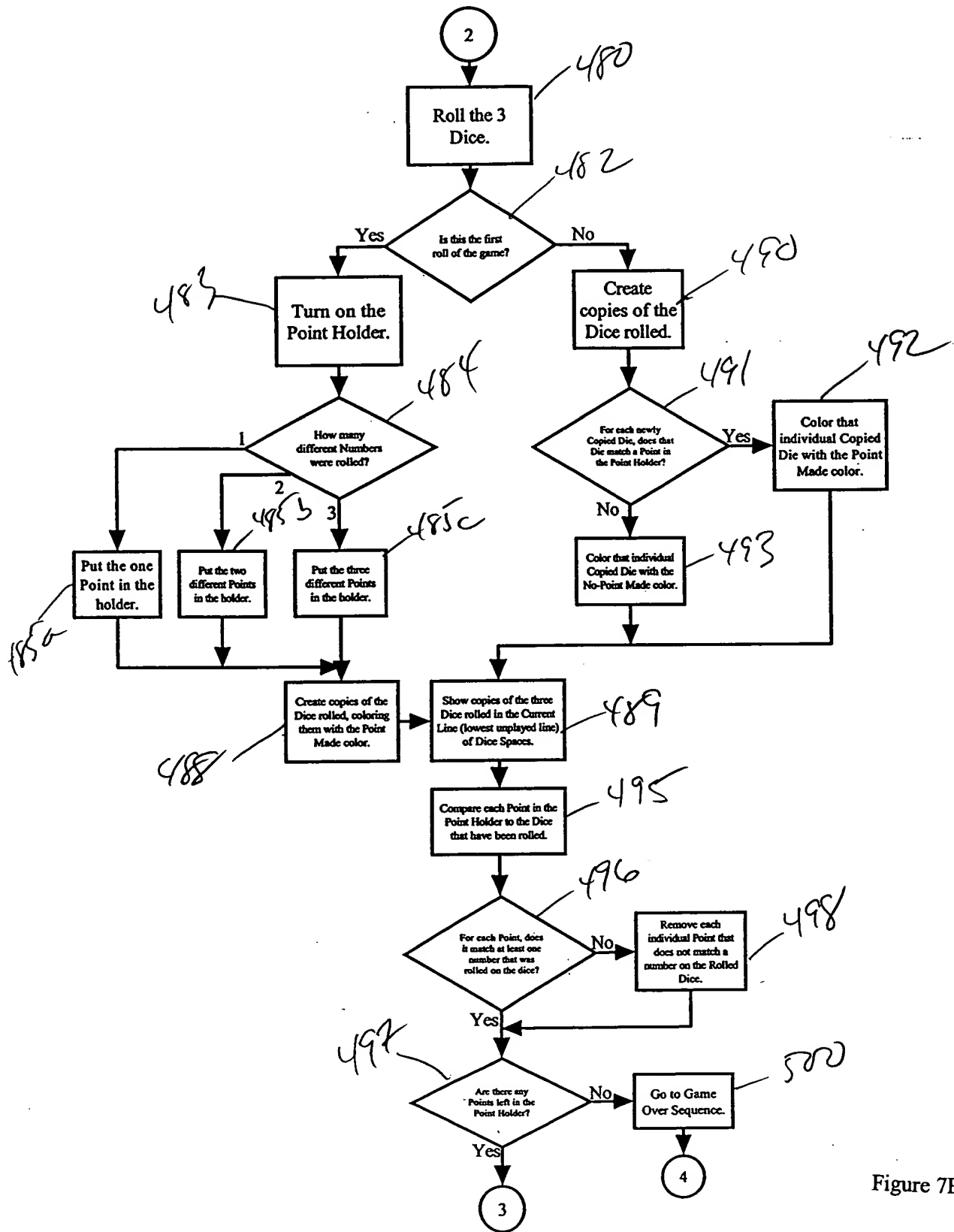


Figure 7B

MAIN GAME PLAY SEQUENCE (cont.)

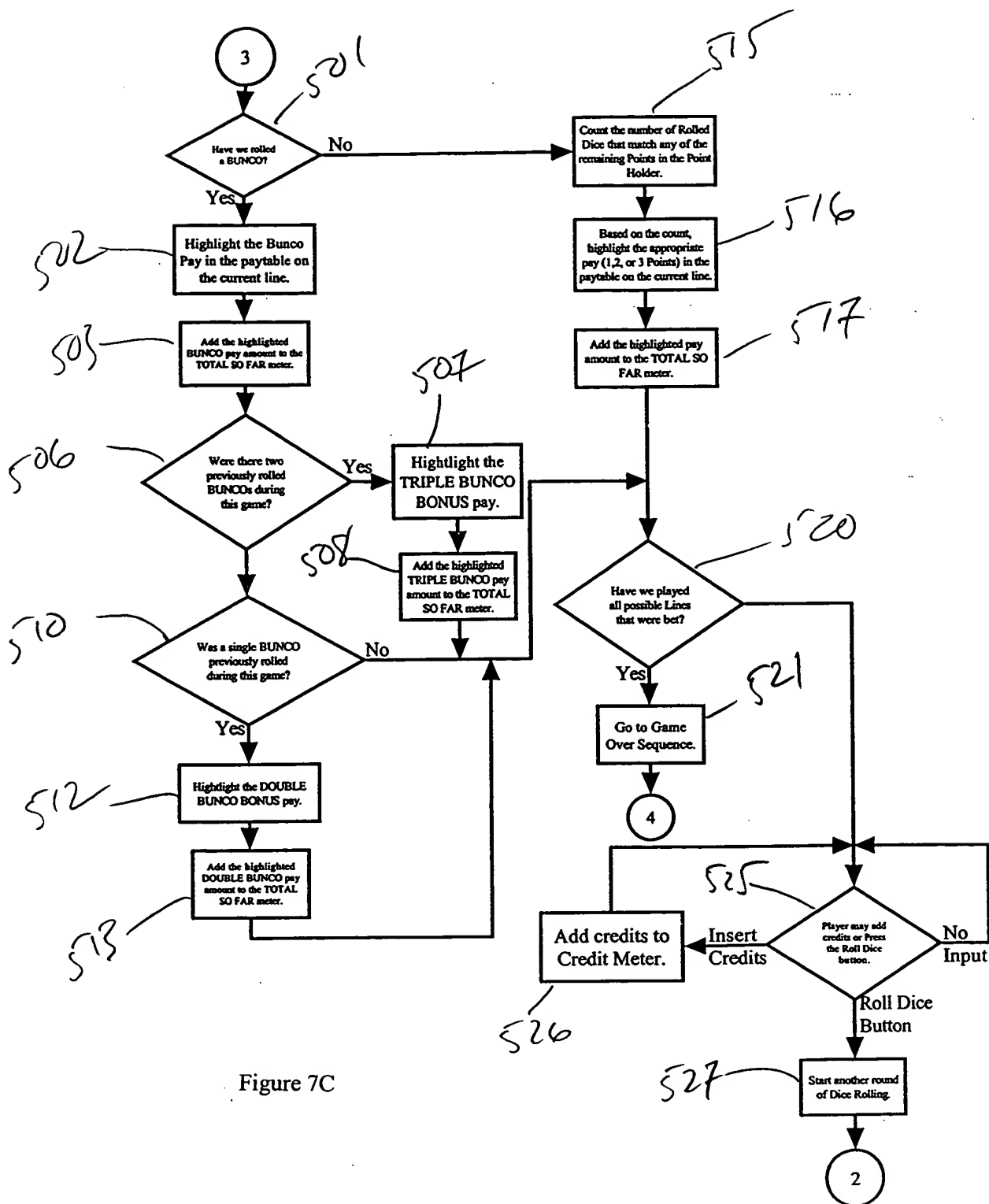


Figure 7C

GAME OVER SEQUENCE

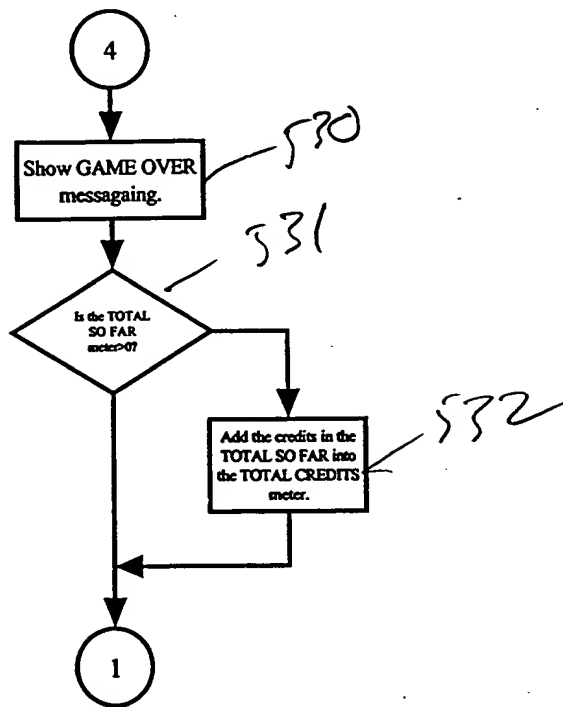


Figure 7D

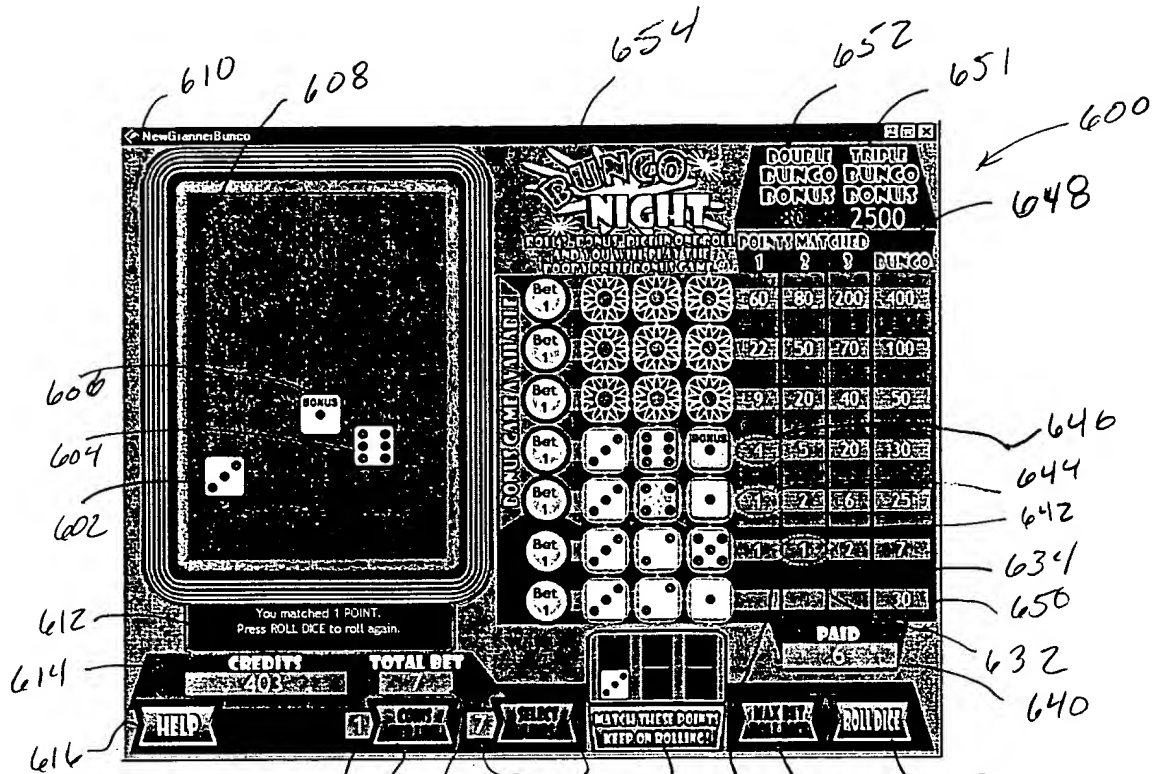


Figure 8

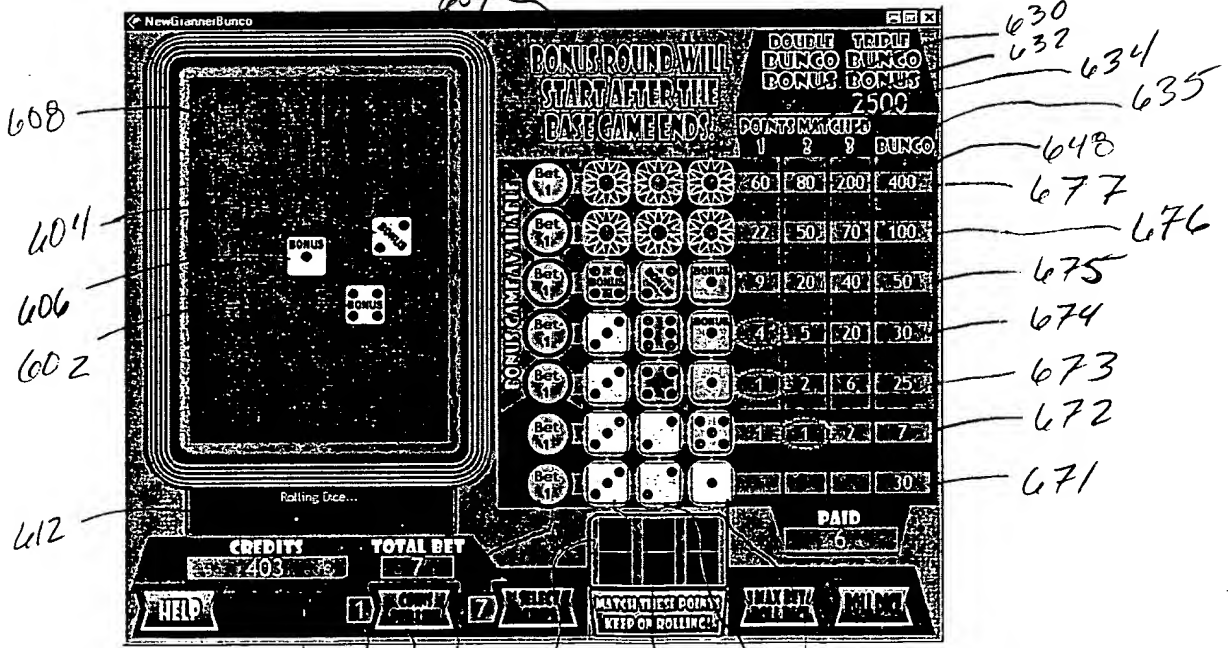


Figure 9

FIG. 8

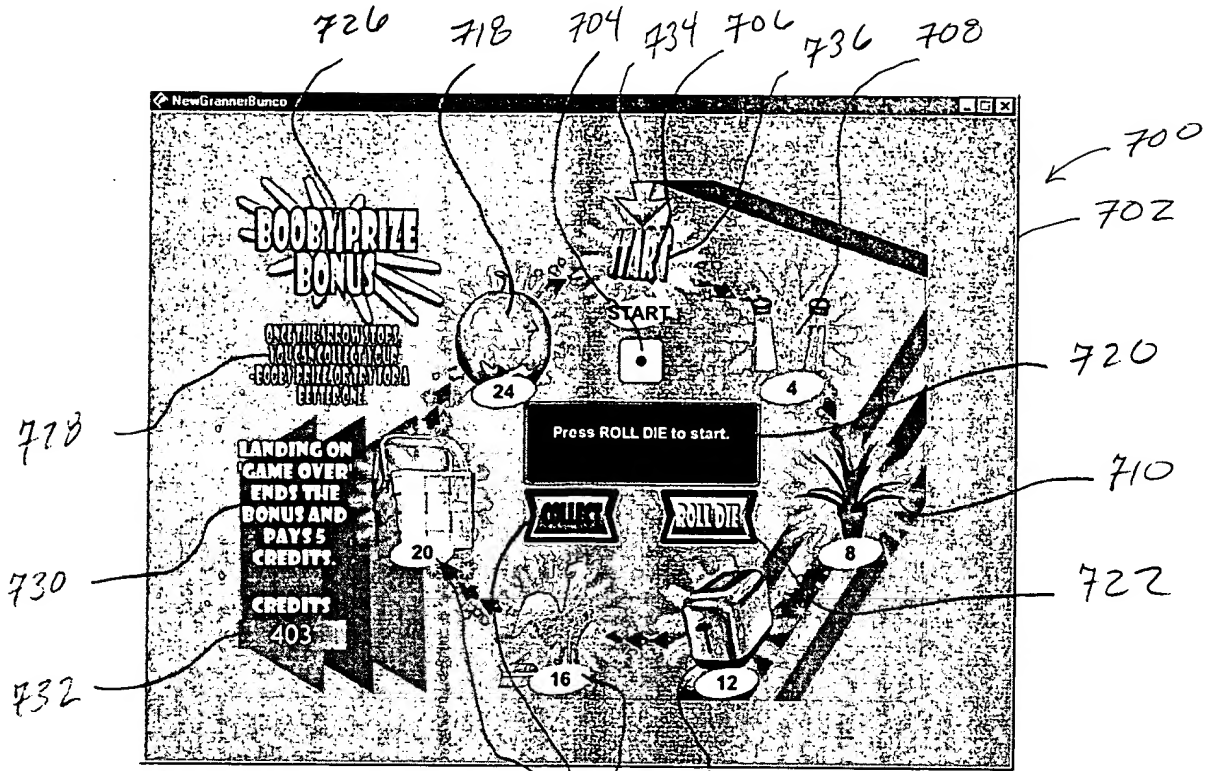


Figure 10

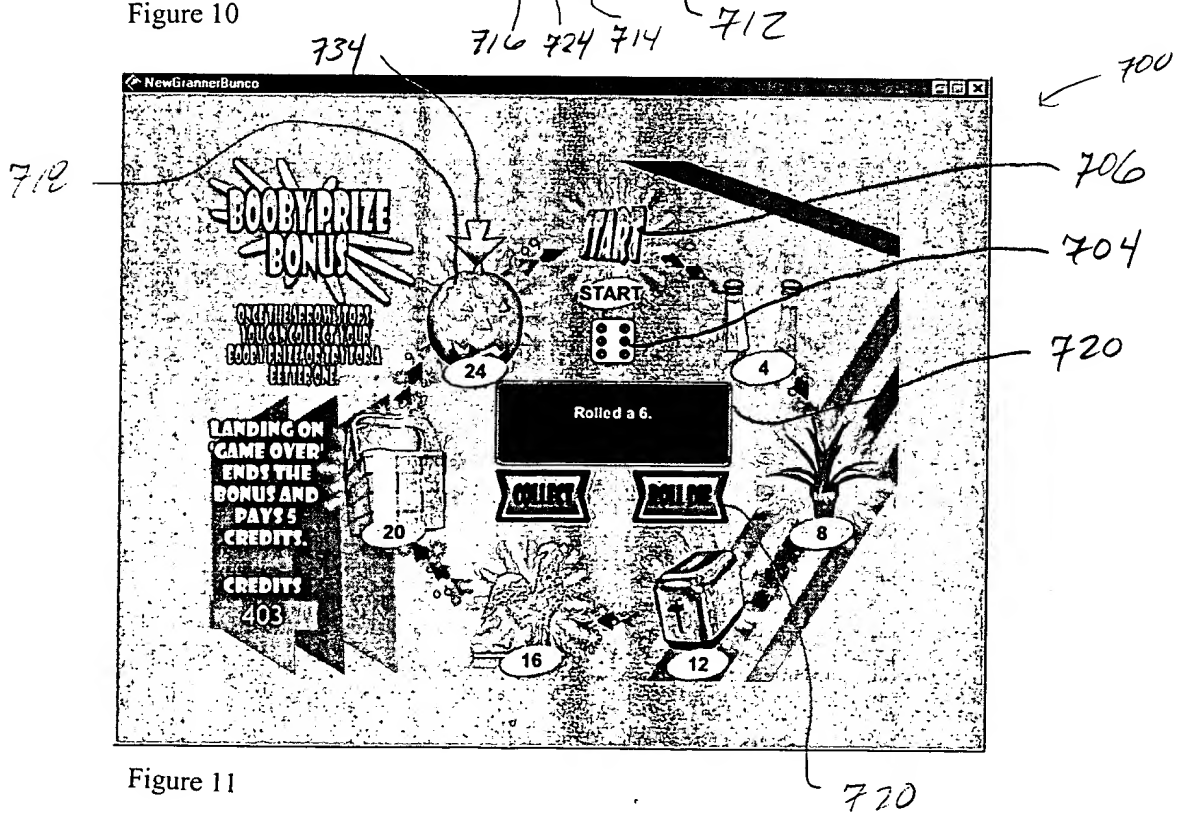
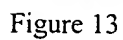
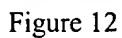


Figure 11



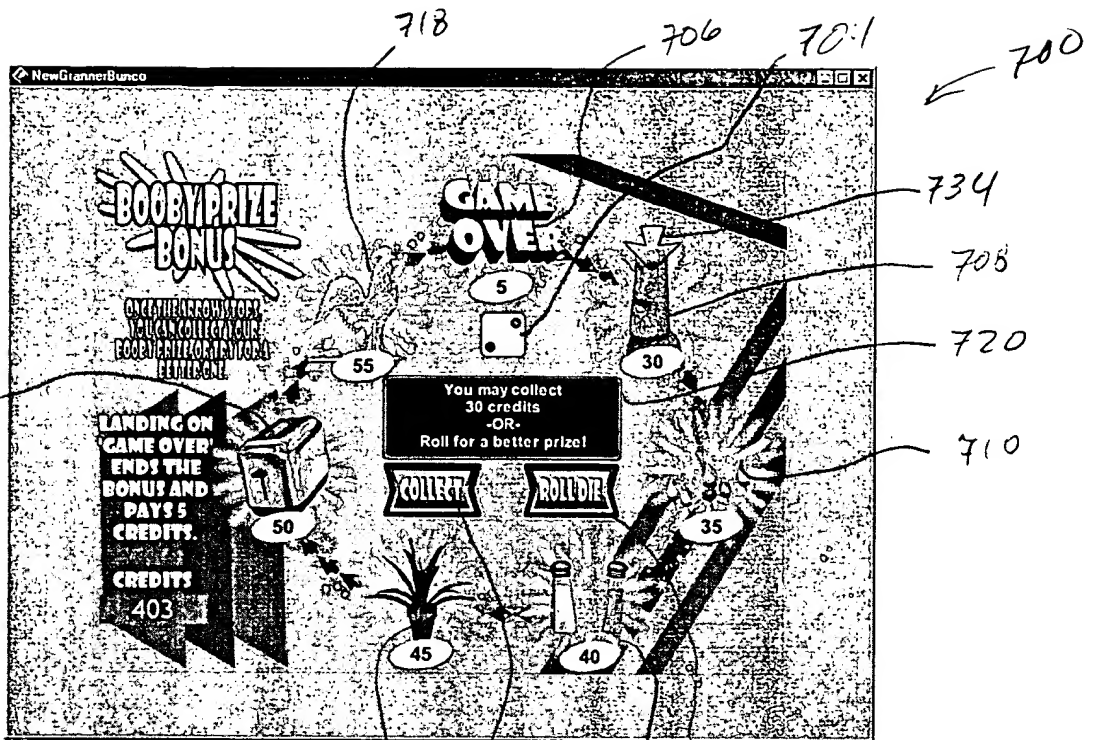
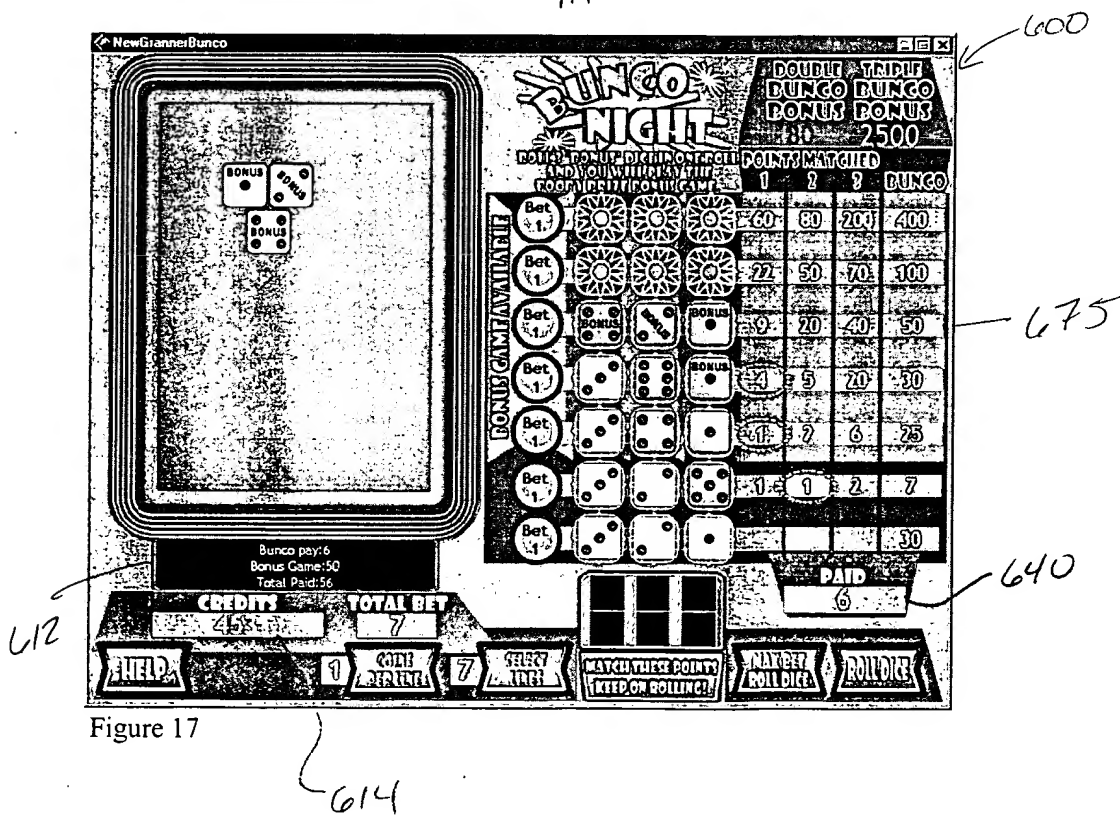
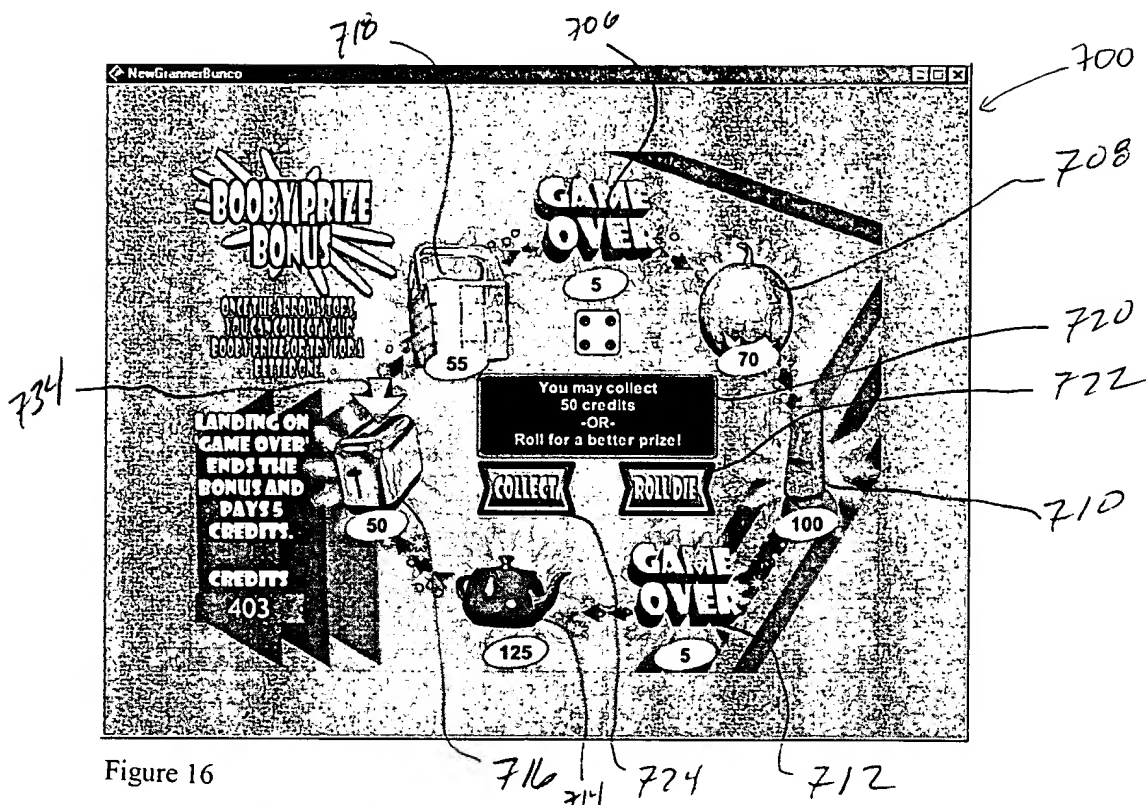


Figure 14



Figure 15

FIG. 12 OF 25



CASINO BUNCO - Flow Chart page 1

GAME START SEQUENCE

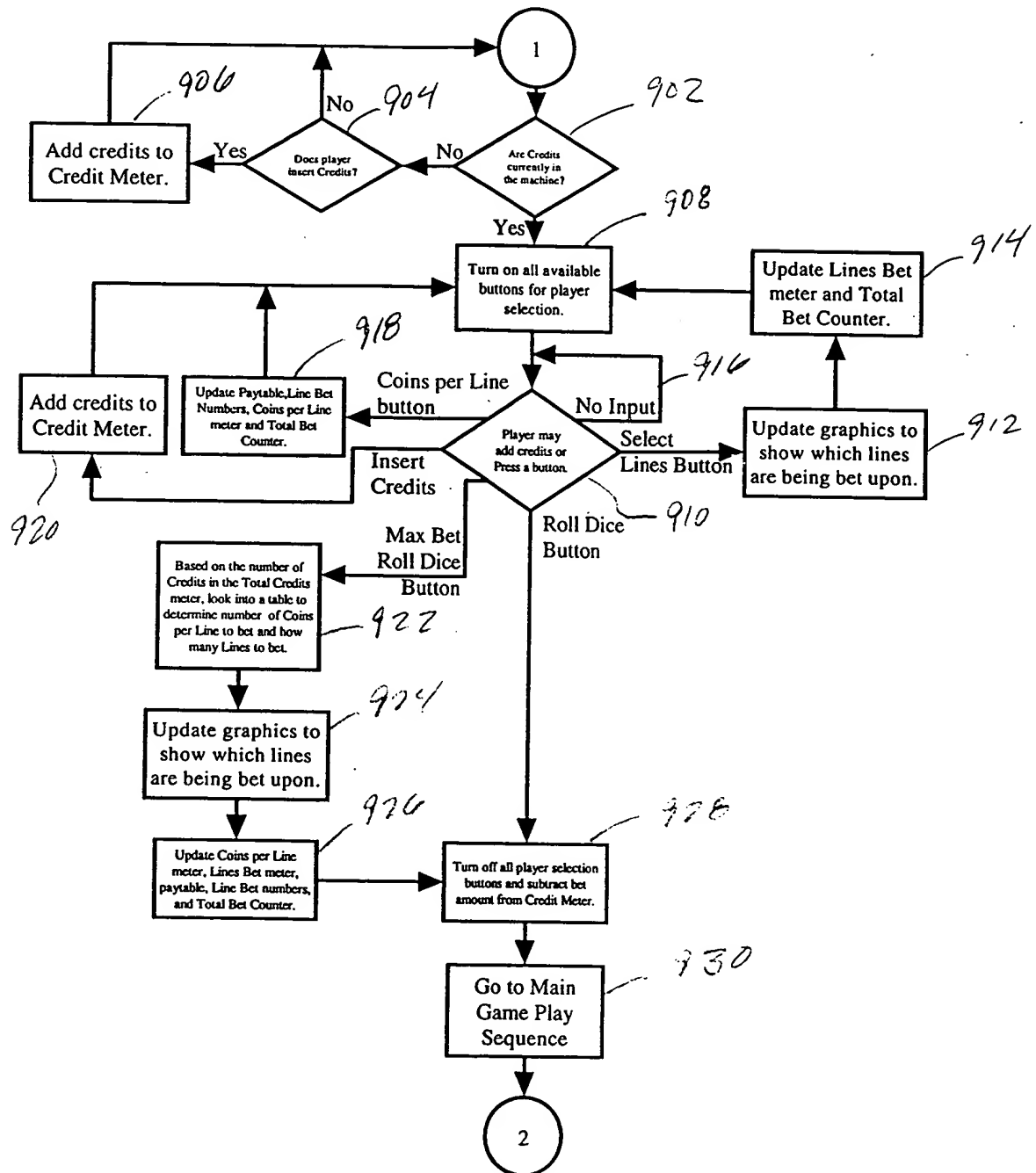


Figure 18

CASINO BUNCO - Flow Chart page 2

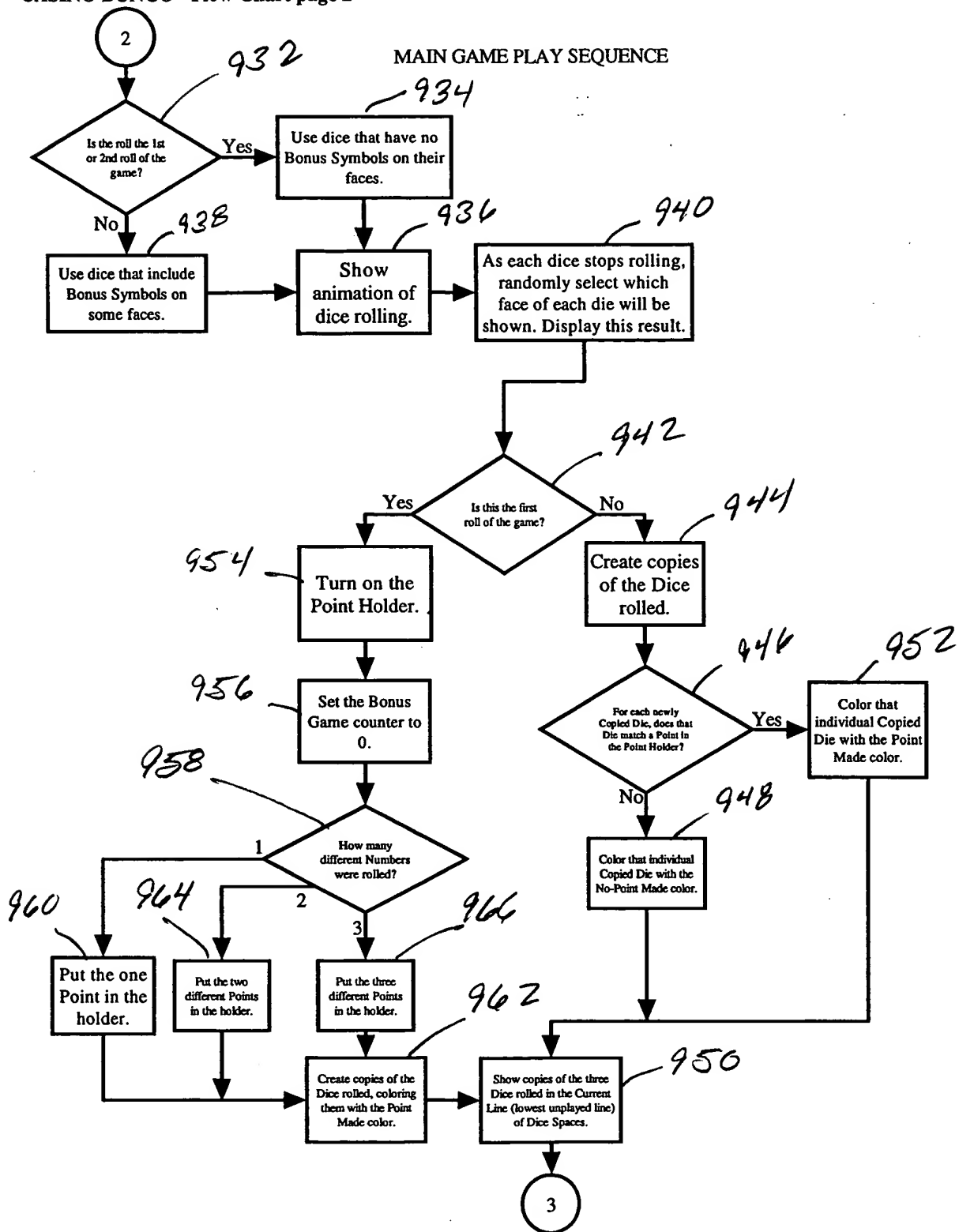


Figure 19

CASINO BUNCO - Flow Chart page 3

MAIN GAME PLAY SEQUENCE --
 Determine Dice Roll

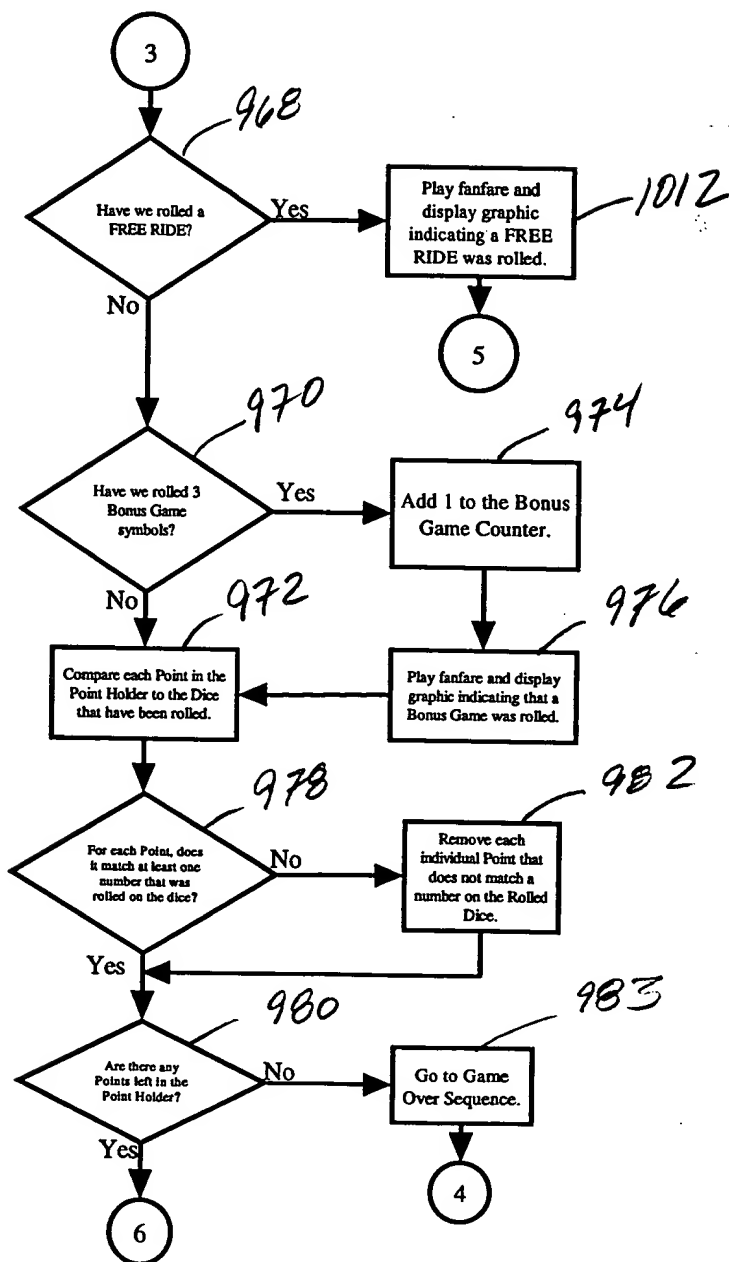


Figure 20

FIG. 16

CASINO BUNCO - Flow Chart page 4

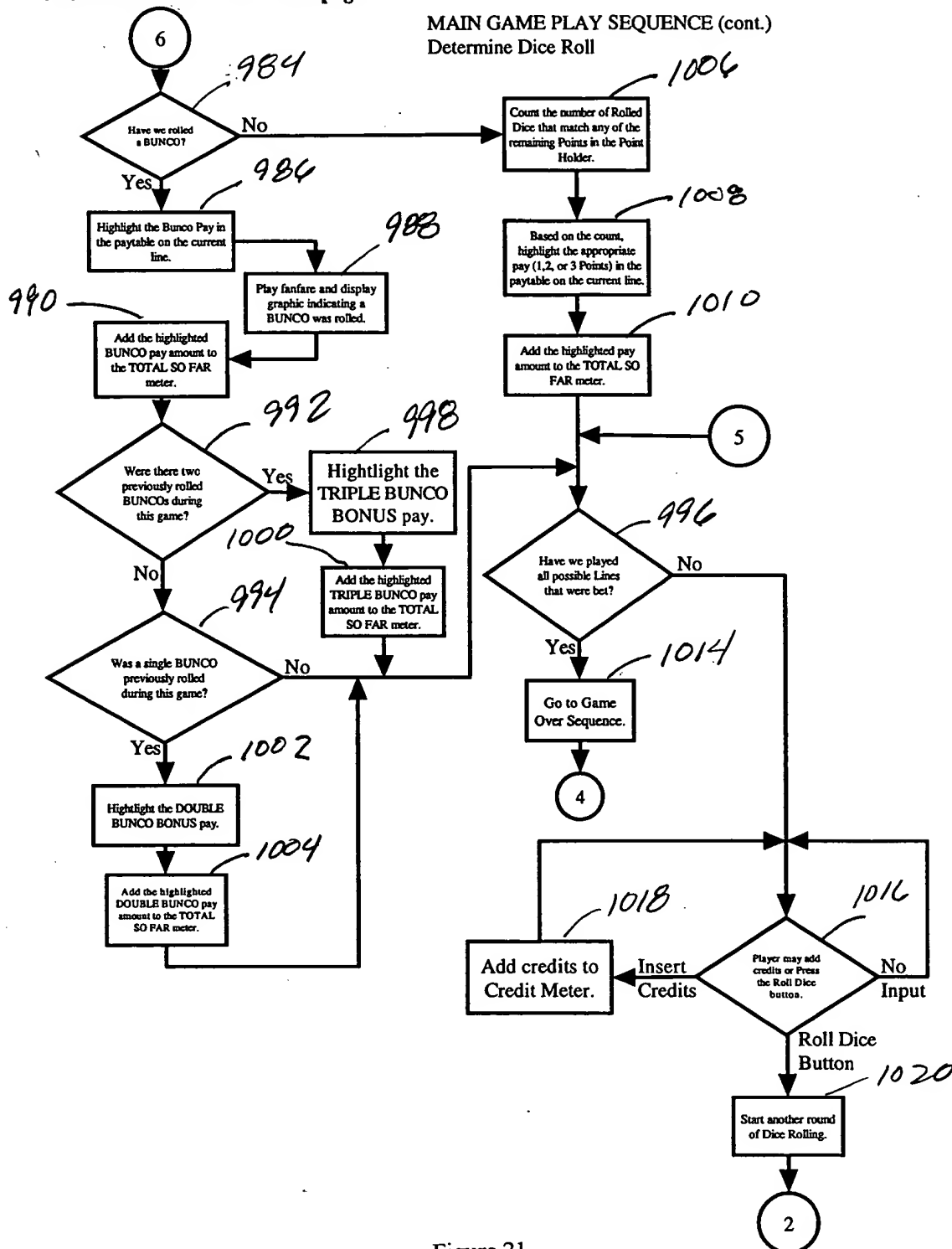


Figure 21

CASINO BUNCO - Flow Chart page 5

GAME OVER SEQUENCE

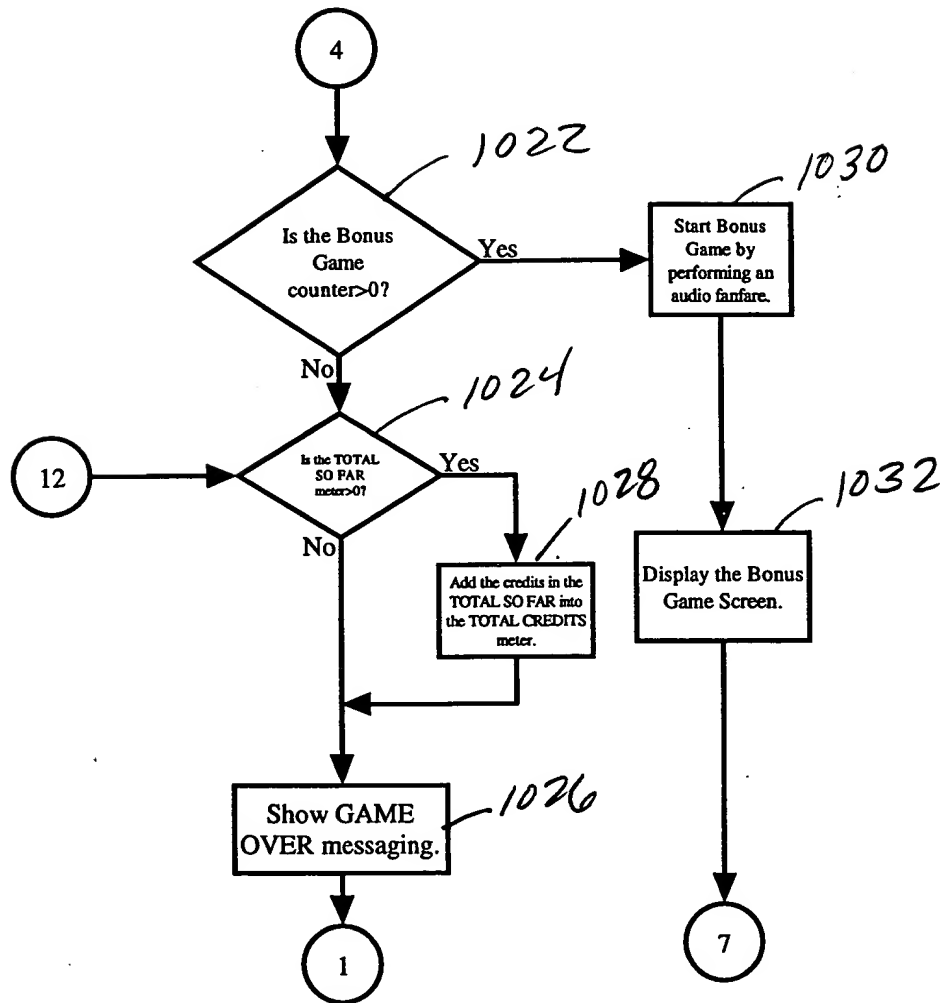


Figure 22

CASINO BUNCO - Flow Chart page 6

BONUS GAME SEQUENCE

Figure 24

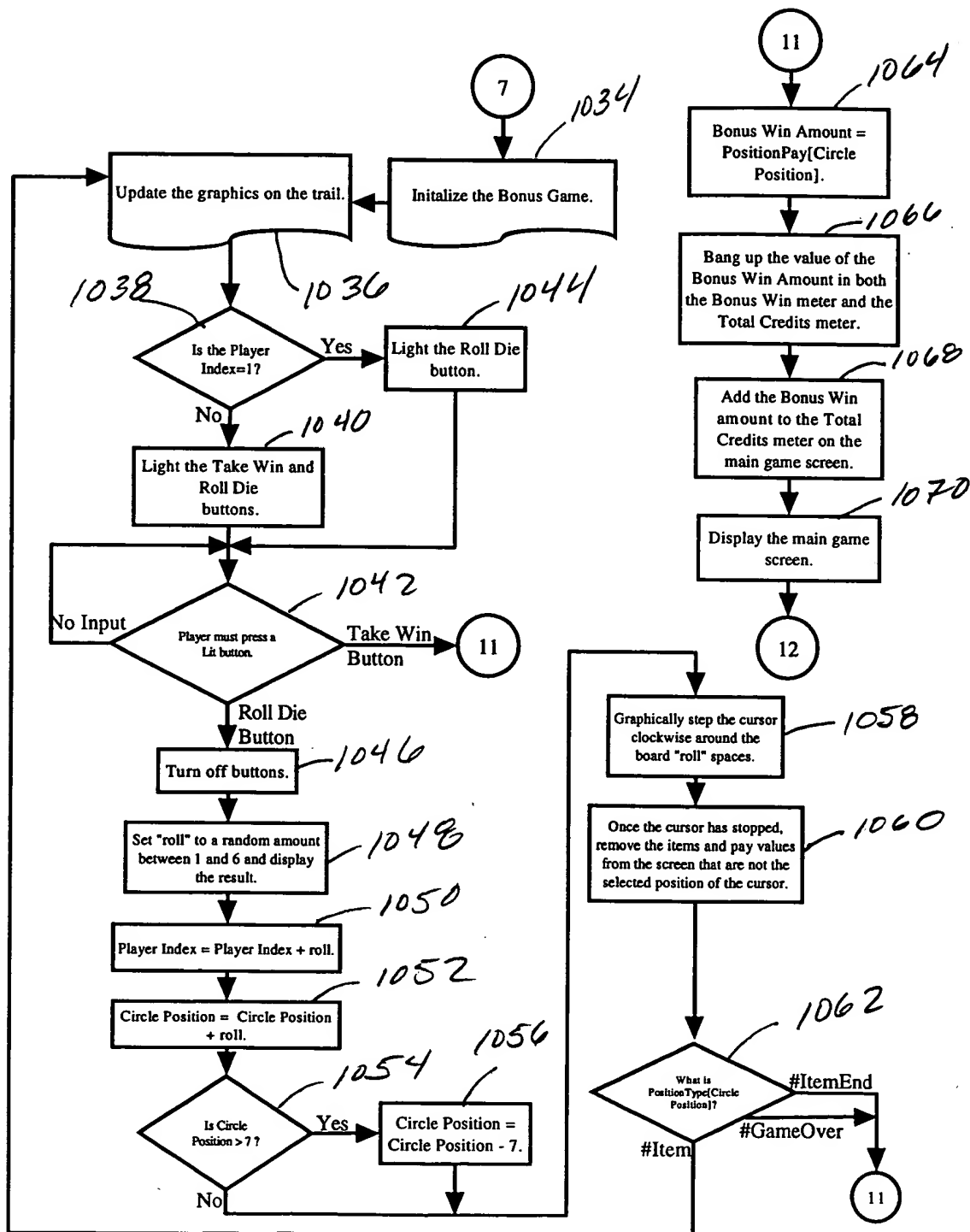


Figure 23

CASINO BUNCO - Flow Chart page 7

DETAILED BONUS GAME SEQUENCE--

This is a detailed explanation of what we do to initialize the various elements that are in use during the Bonus Game

The Player Index is a variable that describes where the player is at in the payable and the item table.

The Circle Position is a variable that describes where the cursor is on the display.

These two variables are needed because while the player is 'travelling' down a linear payable of values, these values are being graphically displayed in a circular fashion. So the player can be at any space in the pay table from position 1 to XX, graphically, the cursor, which describes the players position on the screen, can only pointing at any of 1 to 7 positions.

Note that the PositionType and PositionPay arrays each have 7 elements corresponding to the 7 on-screen elements (the cursor location and the 6 possible spaces to move to on the next roll.)

Initialize the Bonus Game

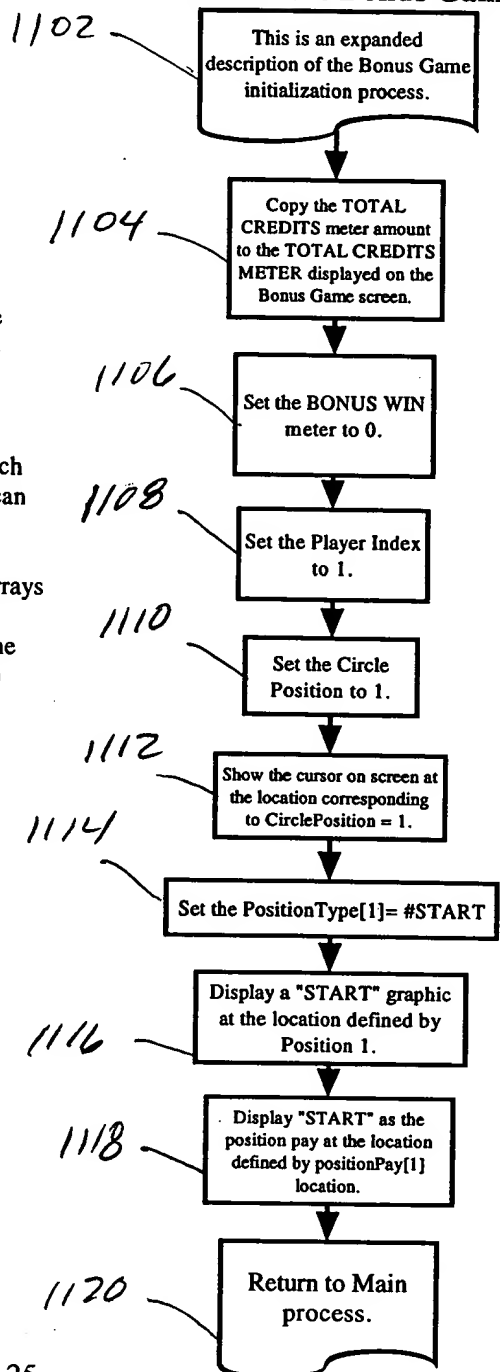


Figure 25

TOGETHER SEEN

CASINO BUNCO - Flow Chart page 8

DETAILED BONUS GAME SEQUENCE -
 This is the subroutine that describes in detail the way we update the pay values, graphics, and position types on the circular trail.

Update the graphics on the trail

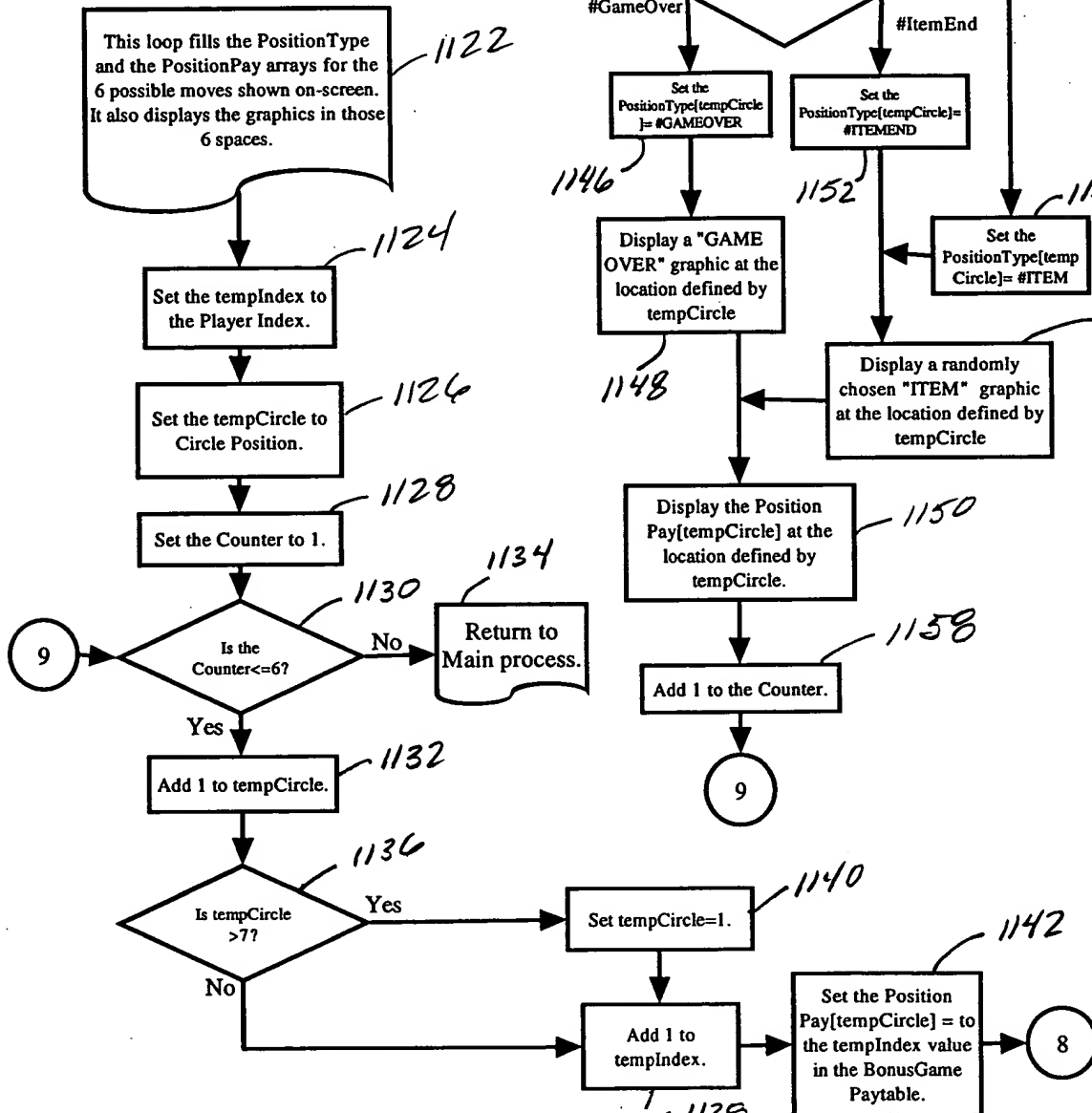
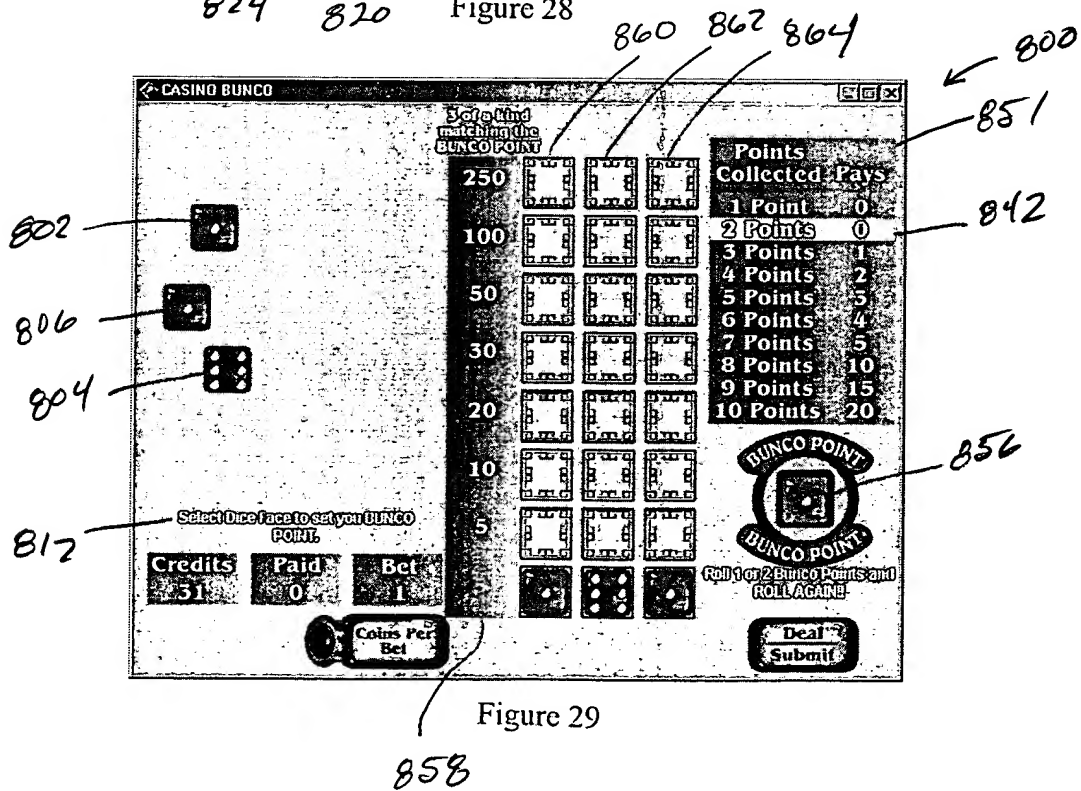
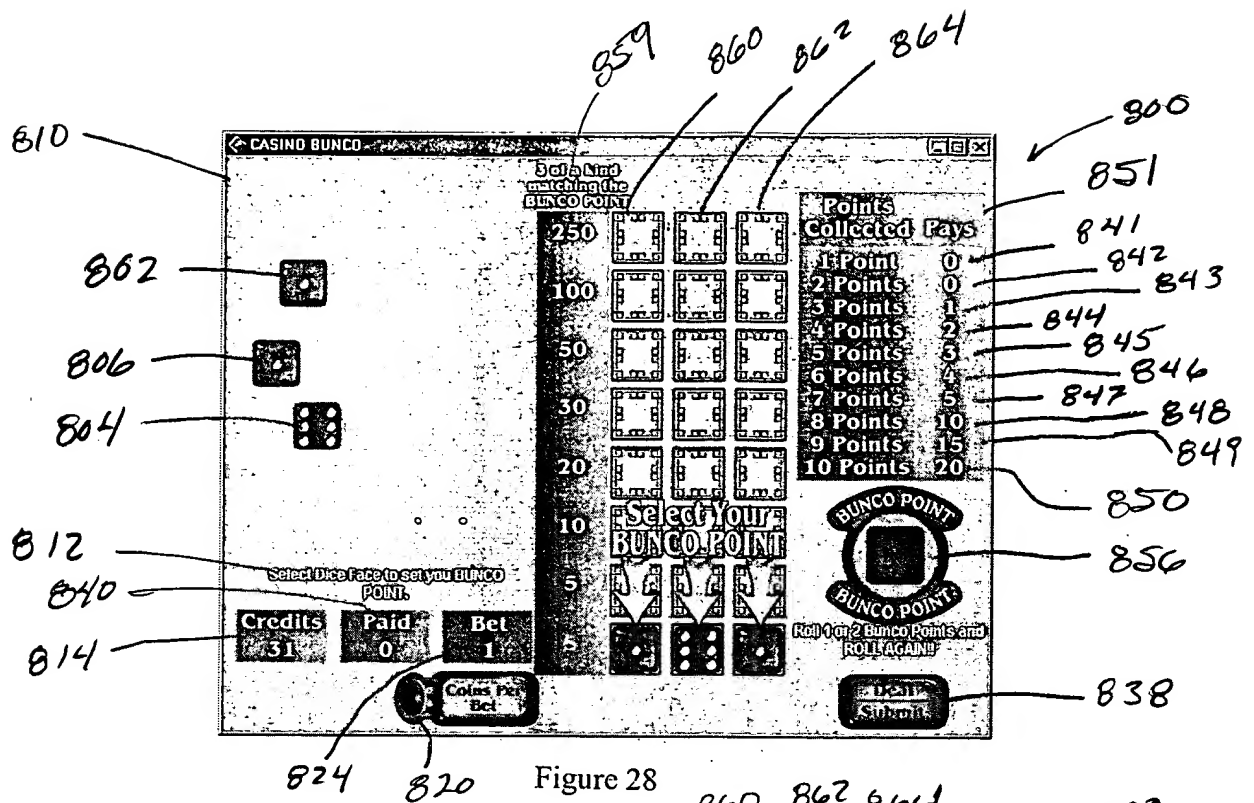


Figure 27

Figure 26



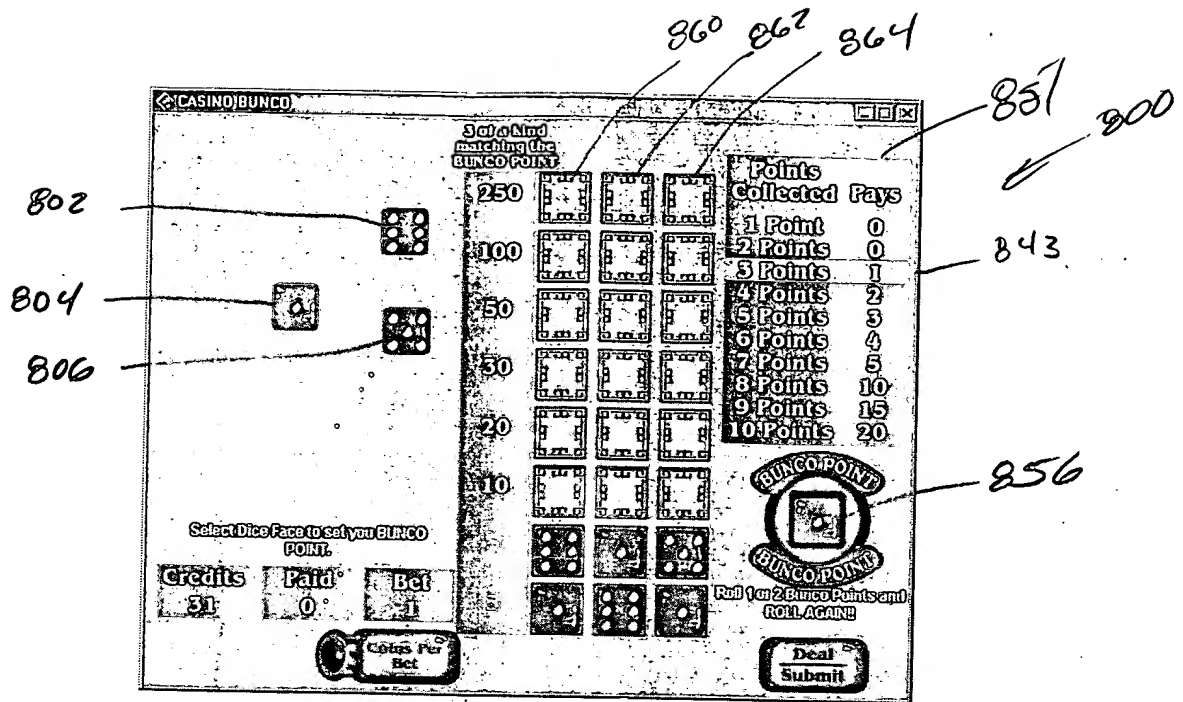


Figure 30

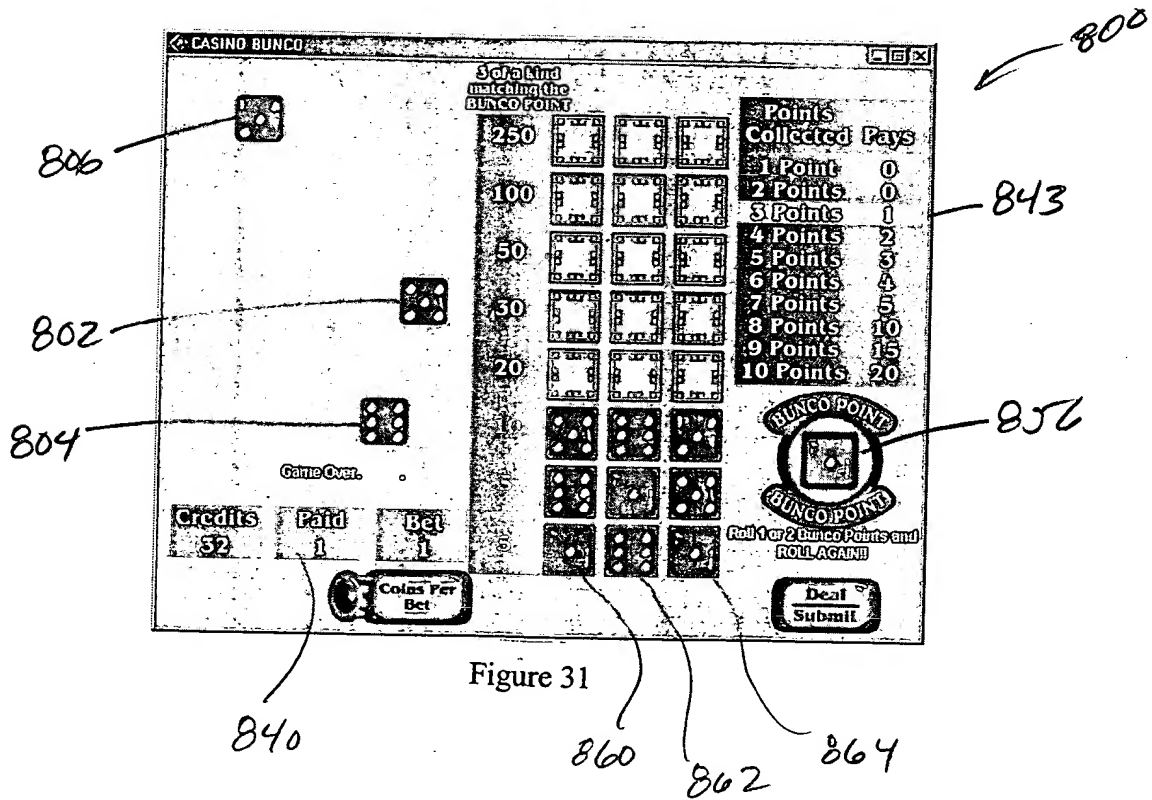


Figure 31

FIG. 30

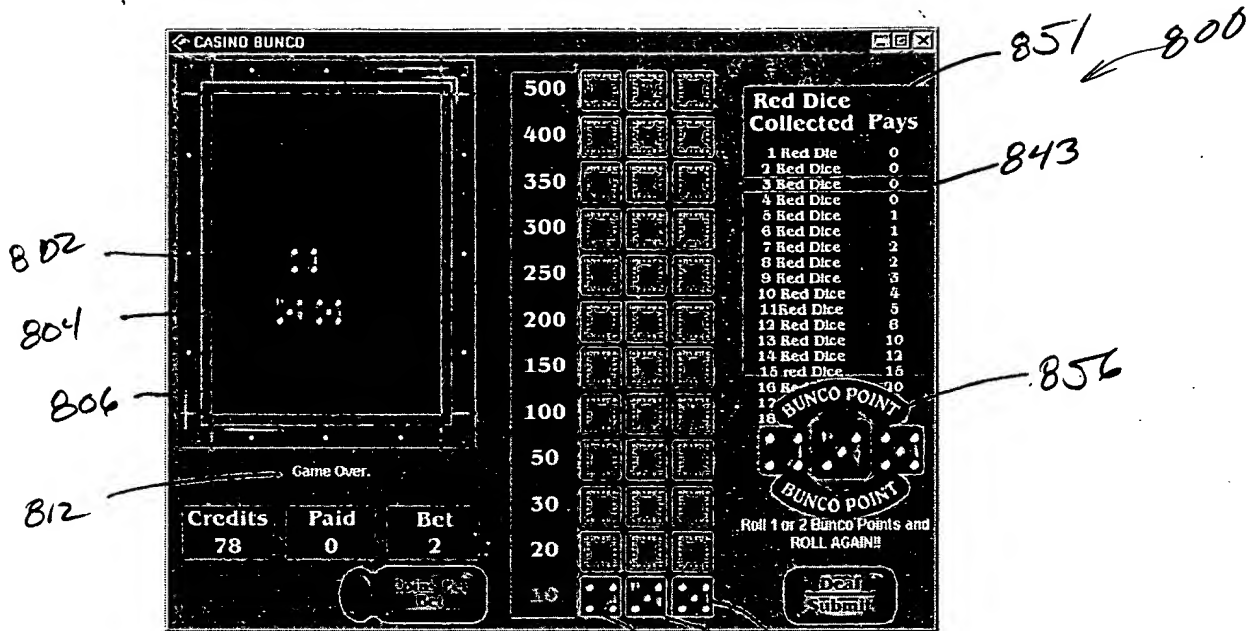


Figure 32

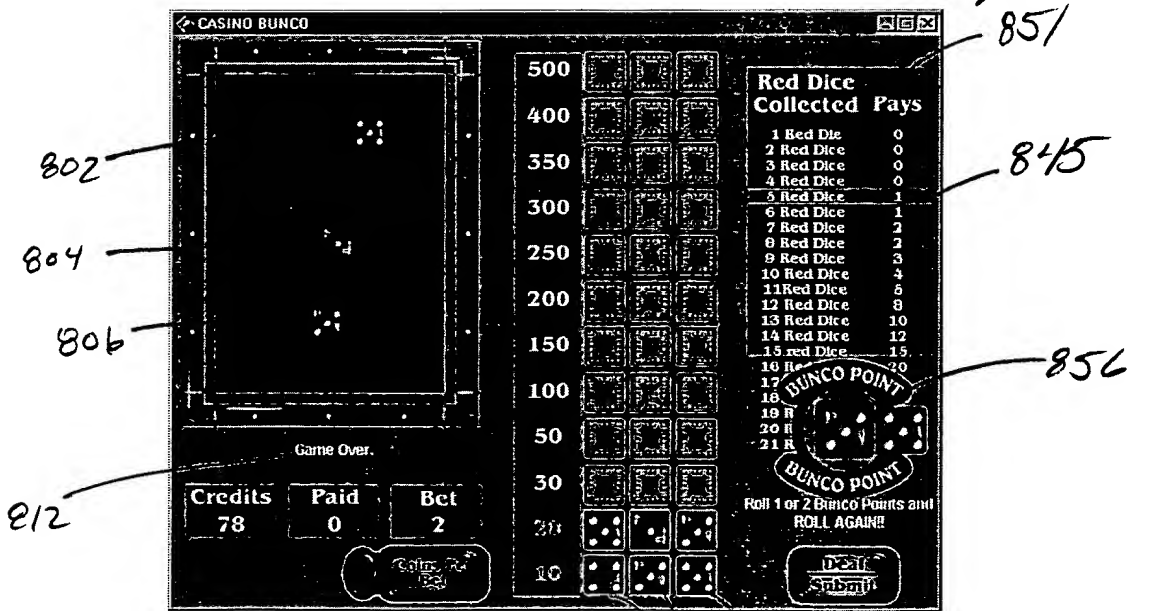


Figure 33

FIG. 32

